

ABSTRACT

Computer-implemented systems and methods for handling access to one or more resources. Executable entities that are running substantially concurrently provide access requests to an operating system (OS). One or more traps of the OS are avoided to improve resource accessing performance through use of information stored in a shared locking mechanism. The 5 shared locking mechanism indicates the overall state of the locking process, such as the number of processes waiting to retrieve data from a resource and/or whether a writer process is waiting to access the resource.